

Bharathidasan University

Centre for Differently Abled Persons

Khajamalai Campus

Tiruchirappalli-620 023

Tamilnadu



POST GRADUATE DIPLOMA IN INCLUSIVE TRAINING AND DEVELOPMENT

Course : E-learning for Education

Unit-1

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What is E-learning?

The use of Internet technologies to deliver a broad array of solutions that enhance knowledge and performance

Rosenberg, 2001

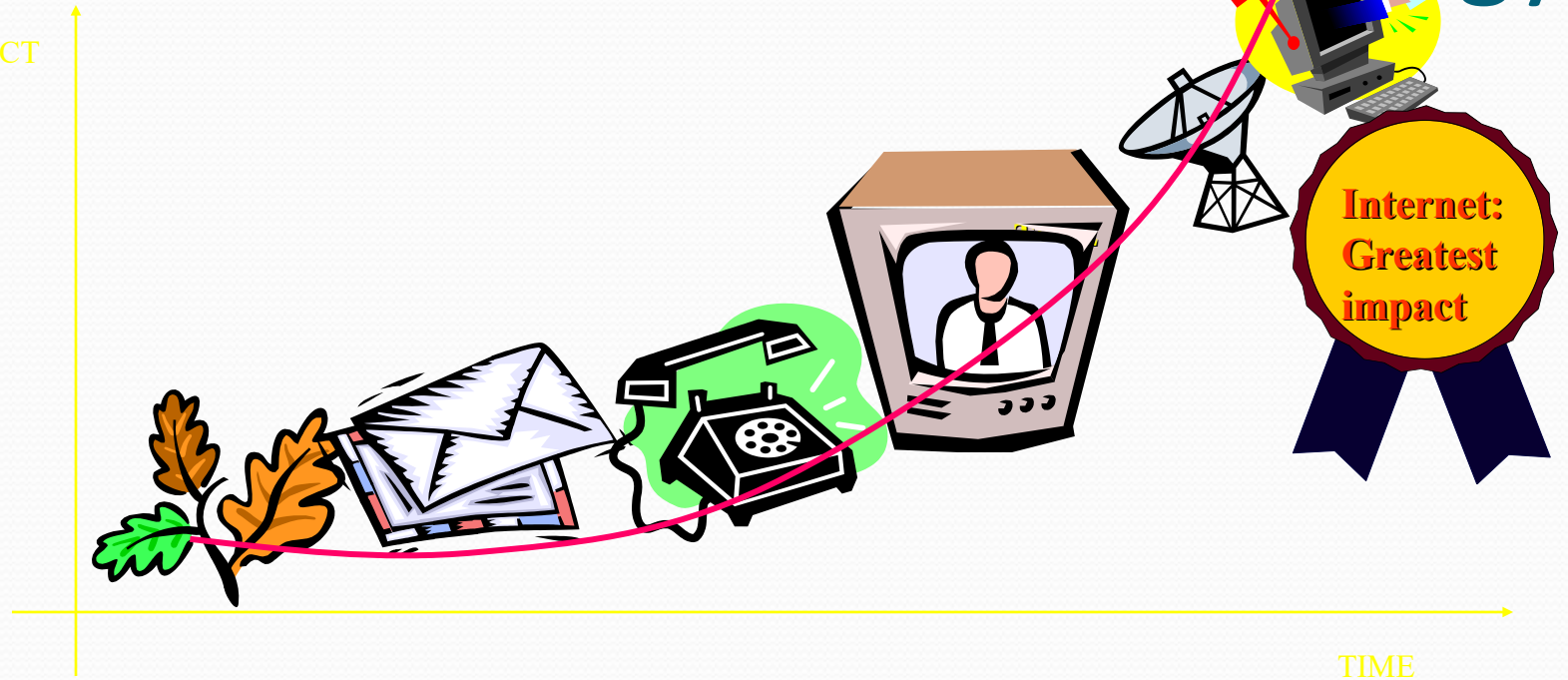
E-learning is Internet-enabled learning

www.cisco.com

<http://>

Evolution of Education Technology

IMPACT



E-learning: Blended mode



Chalk-and-board has long ruled the classrooms

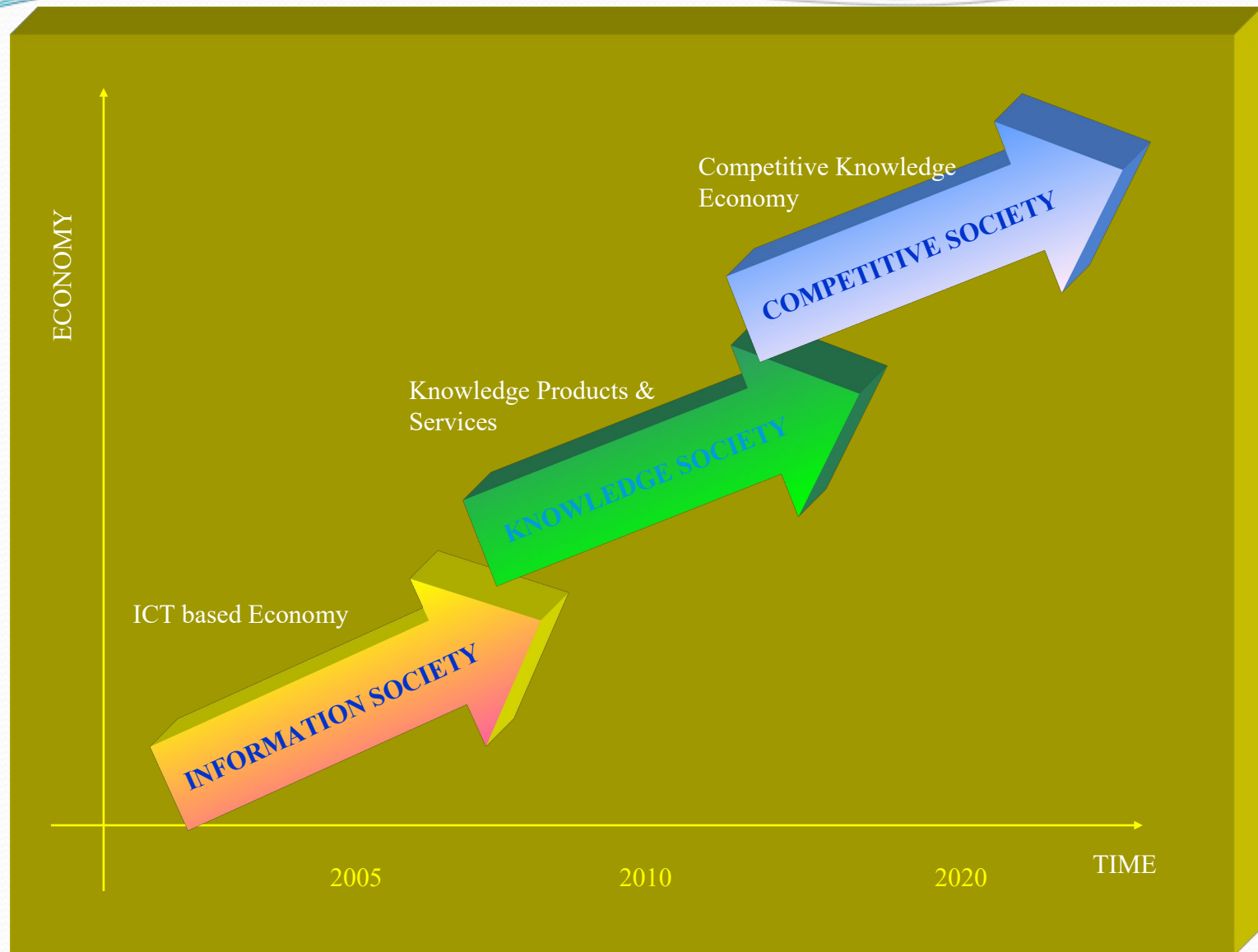
- ✍ will not be eliminated
- ✍ Less emphasis



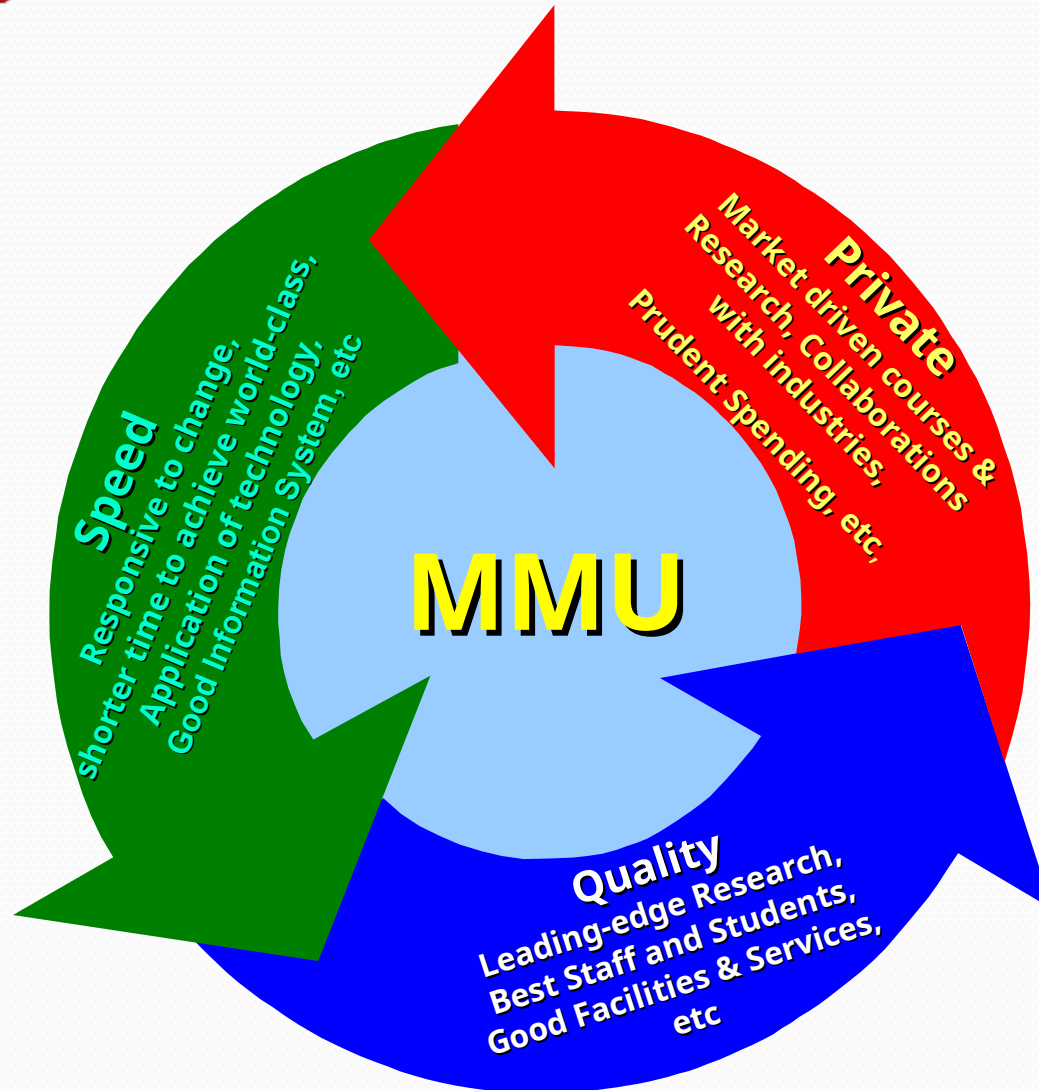
Interactive Digital
Content:

- more emphasis
- on demand learning
- interactive

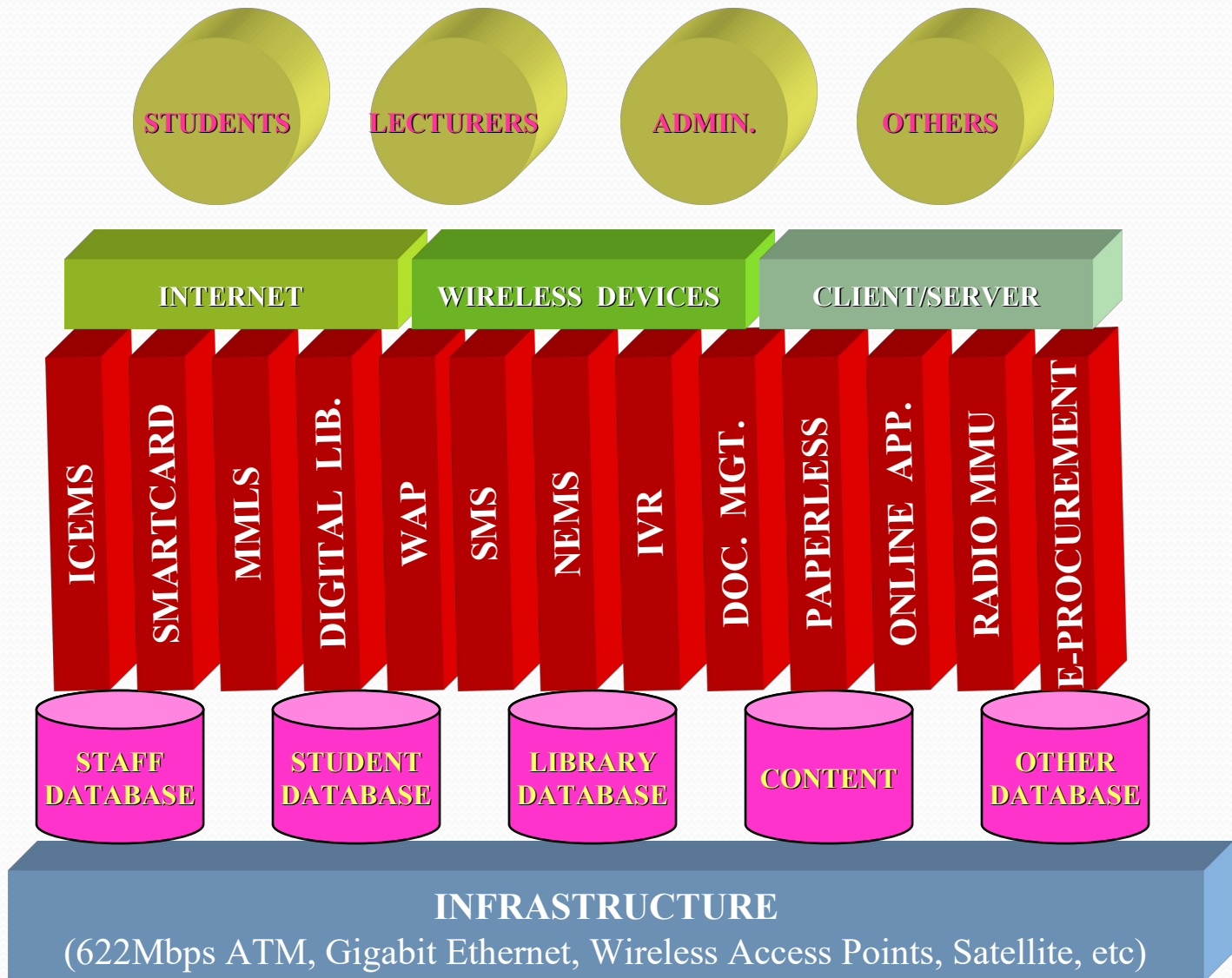
NATION's ICT EDUCATION VISION



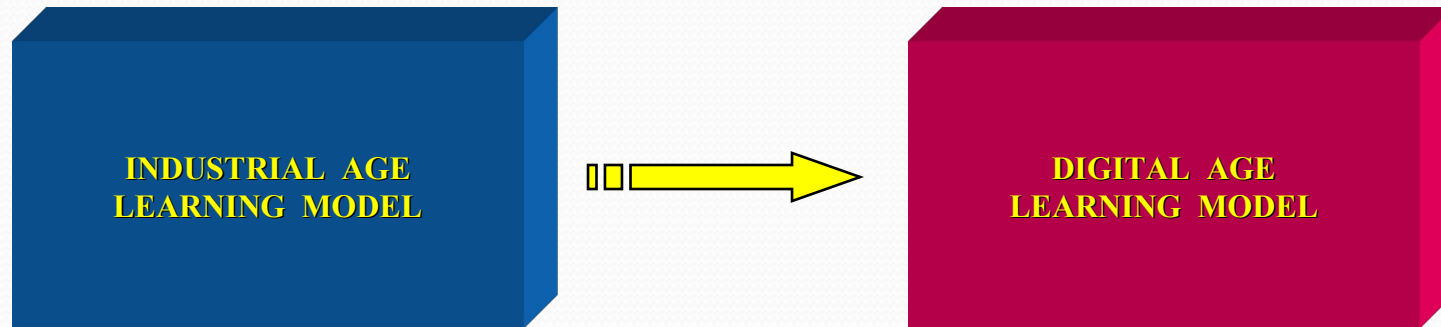
MMU Objectives



Framework of MMU



Learning models will need to change



How do people learn in a digital environment?
Is e-learning effective?
Are learners ready?
New learning model are needed

Traditional & E-learning Approach

Traditional and E-learning approaches		
	Traditional Classroom	E-Learning
Classroom	• Physical – limited size • Synchronous	• Unlimited • Anytime, anywhere
Content	• PowerPoint/transparency/etc • Textbooks/library • Video • Collaboration	• Multimedia / simulation • Digital library • On demand • Syn & Asyn. Communication
Personalisation	• One learning path	• Learning path and pace determined by learner



BRICK

Delivery Mode
100 : 0 (F/T)
80 : 20 (F/T)
20 : 80 (DE)

CLICK



Growing student population

Increase in tuition fee

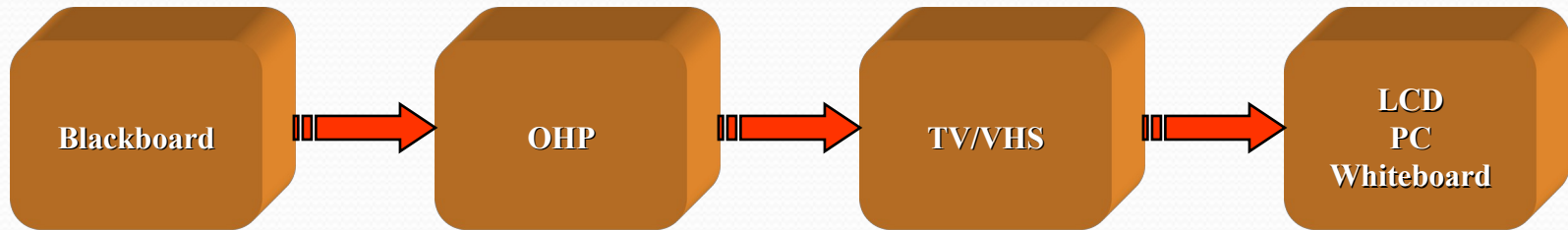
Lack of facilities and
funding

More virtual universities

Cost effective solutions
(e.g. e-learning)

Privatisation of
education

Teaching aids will change

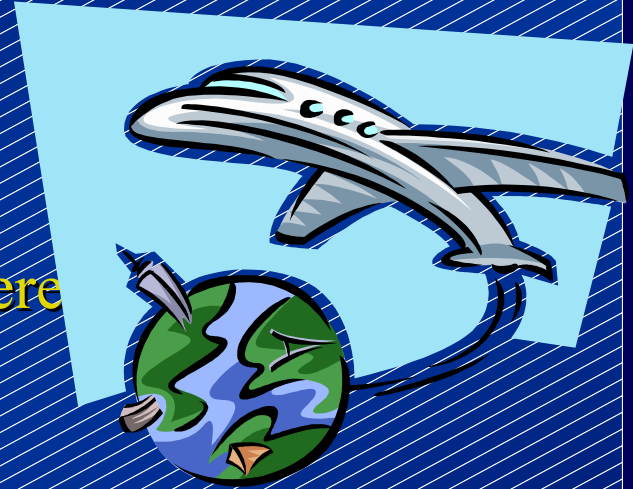


E-learning

- In an on-line multimedia learning environment:
 - teaching & learning is ‘one-to-one’ (individual)
 - more interactivity (in normal classroom, it varies with the class size)
 - learner-centred
 - Learner monitoring & grading system

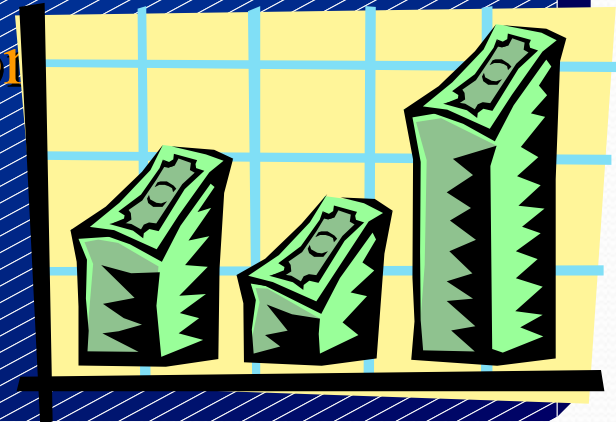
Benefits

- Convenient
 - self-service (mix and match)
 - on-demand (anytime, anywhere)
 - private learning
 - self-paced
 - Flexibility: (modular package)

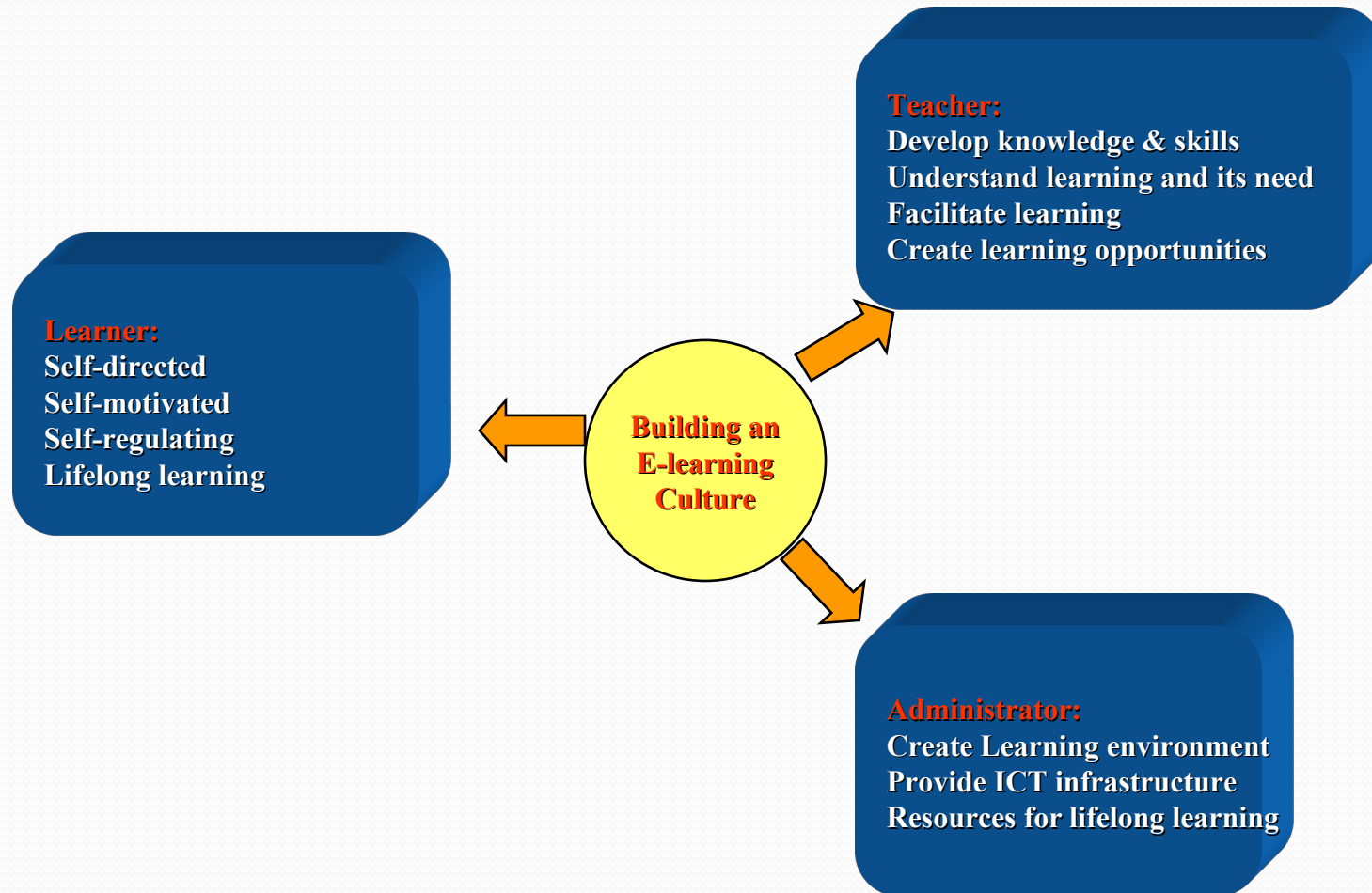


Benefits

- Cost-effective
 - Virtual learning environment
 - Share lessons among schools
 - Reduce material cost
 - Reduce travel/accommodation



Building an e-learning culture



E-learning tools: E-mail

- Every teacher should have an e-mail account
- Communicate with students
- Communicate with parents
- Students can submit assignment
- Can have attachments
- Create a paperless environment
- Simple but effective
- Efficient and cost effective

E-learning tools: Chat

- Synchronous communication tool
- Communicate with students
- Communicate with parents
- More students participate
- Collaborative learning

E-learning tools: Online Forum

- Asynchronous discussion forum
- Teacher can create discussion groups
- Teacher could post a question and request students to comment
- Students can post their comments
- Can encourage community participation
- Collaborative learning can be fostered
- Feedback from diverse culture

E-learning Tools: Web

- Wide range of materials available
- Teacher will need to narrow down
- It is a resource centre
- Sharing of resources
- Supported by images, audio, simulation and multimedia

Multimedia

- Can with students
- Communication with parents
- Support sharing of applications
- Can be recorded and later be used for on demand lectures
- Demo...
- ort by audio, chat and white board conduct a live lecture
- Communication

Principle of Multimedia

- 1. Coherence Principle – People learn better when extraneous words, pictures and sounds are excluded rather than included.
- 2. Signaling Principle – People learn better when cues that highlight the organization of the essential material are added.
- 3. Redundancy Principle – People learn better from graphics and narration than from graphics, narration and on-screen text.
- 4. Spatial Contiguity Principle – People learn better when corresponding words and pictures are presented near rather than far from each other on the page or screen.

Multimedia Principle	Multi- <i>codality</i> (e.g. pictures+words) can help for learning.
Contiguity Principles (Spatial contiguity, temporal contiguity, segmenting)	To keep related material closely together helps in learning.
Modality Principle	Multi- <i>modality</i> (e.g. speech and pictures) can help for learning.
Coherence Principle	Superfluous material hurts in learning.
Redundancy Principle	Presenting the same material in several modalities hurts in learning.
Presentation Style Principles (Personalization, Voice, Image)	Details of presentation style matter.
Pre-Training Principle	To know basic concepts and names helps for further multimedia-based learning.

Goals of Multimedia Learning

 Two different effects of learning can be measured:

- *Retention*

- Remembering
- Ability to reproduce or recognize presented material
- Example test:

- “Write down all you can remember from the passage you just read”

- *Transfer*

- Understanding
- Ability to use presented material in new situations
- Example test:

- “List some ways to improve the reliability of the device you just read about”